

# AI Planning

## Exercise Sheet 4

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### Exercise 4.1

For easy readability let the tiles be referred to as  $b_1$ ,  $b_2$ ,  $w_1$  and  $w_2$  and the empty cell be referred to as  $e$ . Furthermore, let the actions move and jump be denoted as  $m_c(t)$  and  $j_c(t)$  respectively where  $c$  is the destination cell  $\in \{1, 2, 3, 4, 5\}$  and  $t$  is the tile that is being relocated.

As an example, the initial state is:

$b_1, b_2, w_1, w_2, e$

If we then apply  $j_5(b_2)$  we reach:

$b_1, e, w_1, w_2, b_2$

(a) Let  $[o]$  denote the state  $s$  reached by applying the operation  $o \in \{m_c(t), j_c(t)\}$ .

$$f([m_5(w_2)]) = 1 + 4 = 5$$

$$f([j_5(w_1)]) = 1 + 4 = 5$$

$$f([j_5(b_2)]) = 2 + 2 = 4$$

Apply  $j_5(b_2)$  which results in  $s_1$ :

$b_1, e, w_1, w_2, b_2$

$$f([m_2(b_1)]) = 3 + 2 = 5$$

$$f([m_2(w_1)]) = 3 + 2 = 5$$

$$f([j_2(w_2)]) = 3 + 2 = 5$$

$$[j_2(b_2)] = I \in \text{closed}$$

Apply  $m_2(b_1)$  which results in  $s_2$ :

$e, b_1, w_1, w_2, b_2$

Apply  $m_2(w_1)$  which results in  $s_3$ :

$b_1, w_1, e, w_2, b_2$

Apply  $j_2(w_2)$  which results in  $s_4$ :

$b_1, w_2, w_1, e, b_2$

Expanding on  $s_2$ :

$$[m_1(b_1)] = s_1 \in \text{closed}$$

$$f([j_1(w_1)]) = 4 + 1 = 5$$

$$f([j_1(w_2)]) = 5 + 1 = 6$$

Expanding on  $s_3$ :

$$f([j_3(b_1)]) = 4 + 1 = 5$$

$$f([m_3(w_1)]) = 4 + 2 = 6$$

$$f([m_3(w_2)]) = 4 + 2 = 6$$

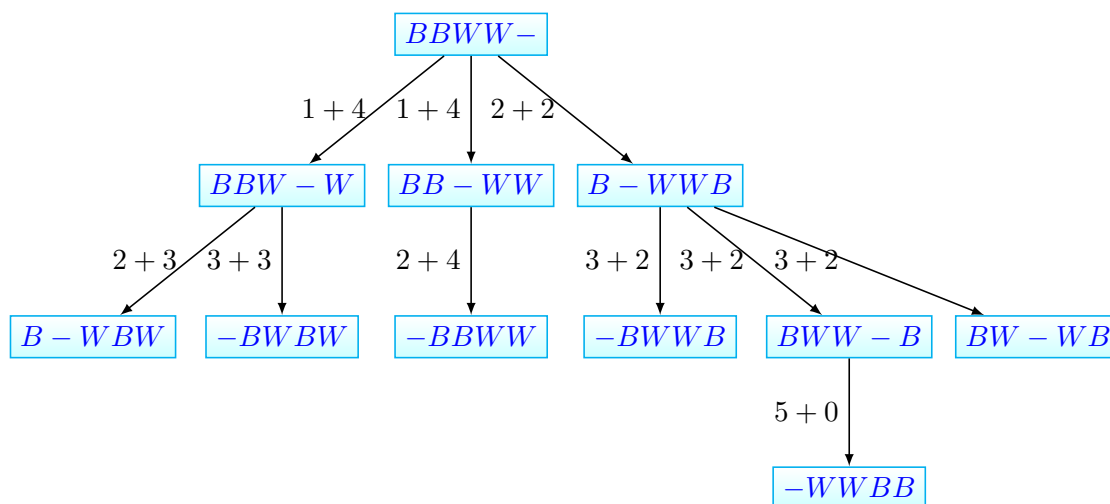
$$f([j_3(b_2)]) = 4 + 3 = 7$$

Expanding on  $s_4$ :

$$f(\lceil j_4(b_1) \rceil) = 5 + 0 = 5$$

Since  $h$  is goal aware and the minimum cost of an operator is 1 we're done at this point. There may be other solutions but none with a cost of less than 5. The resulting plan is:  $j_5(b_2), j_2(w_2), j_4(b_1)$  with a total cost of 5 and a final state:

$e, w_2, w_1, b_1, b_2$



(b) Suppose we loosened the rules of our puzzle in the following way: there are infinitely many empty cells left of the leftmost  $b_i$  and right of the rightmost  $w_j$ . Furthermore jumps over more than 2 tiles are allowed while the calculation of cost follows the original rule but never exceeds 2.

In this relaxed setting the puzzle can always be solved at a cost of

$$h_r^*(s) = \sum_{i=1}^{\text{number of black tiles}} b_i \times \text{number of white tiles right of } b_i$$

Since this is a less restrictive setting  $h_r^*(s) \leq h^*(s)$ . Furthermore  $h_r^*(s)$  is a more general variant of  $h(s)$ . In other words, for the specific case  $I$  we can say  $h_r^*(s) = h(s)$  and therefore  $h(s) \leq h^*(s)$ .

## Exercise 4.2

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